VCF PNW 2018

February 10th and 11th, 2018
Living Computers:Museum+Labs
Seattle, Washington

http://vcfed.org/wp/vintage-computer-festival-pacific-northwest/

"We have scenery. We have every variety of rain possible. We have a volcano. We have coffee. And we are a major tech hub. And now we finally have a Vintage Computer Festival!"

Schedule

Saturday

10:00 AM	Museum opens and VCF PNW 2018 starts
11:00 AM	**Erik Klein**, opening comments from VCFed.org **Lath Carlson**, opening comments from Living Computers:Museum + Labs
1:00 PM	**Dick Whipple**, *Tales from an Early Computer Hobbyist*
2:30 PM	**Paul Laughton**, *From Mainframes to Micros*
4:00 PM	Panel discussion: *Old Wine in New Bottles* moderated by **Jack Rubin**
5:00 PM	Museum closes - come back tomorrow!

Sunday

10:00 AM	Day two of VCF PNW 2018 begins
10:30 AM	**Cynde Moya, MLIS, PhD**, *Exploring software and operating systems on time-sharing vintage computers at LC:M+L*
12:00 PM	**Evan Koblentz**, *The Prehistory of Portable Computing*
1:30 PM	**Peter Glaskowsky**, *The First Fifty Years of the Microprocessor*
3:00 PM	**Charles Anthony**, *The DPS8/M Emulator: A Personal History*
4:00 PM	Presentation of show awards and wrap-up

Exhibitors

One of the defining attributes of a Vintage Computer Festival is that exhibits are interactive; VCF exhibitors put in an amazing amount of effort to not only bring their favorite pieces of computing history, but to make them come alive. Be sure to visit them all, ask questions, play, learn, take pictures, etc. And consider coming back one day as an exhibitor yourself!

Alan Perry, *Sun Microsystems "lunchbox" Workstations*, A display of Sun Microsystems lunchbox form-factor workstations networked together, each running a different operating system, as well as an RDI Britelite laptop (based on a lunchbox system board) and more.

Jason Howe, *Alpha Syntauri: The Original Syn,* An early entry into software based musical synthesis, the Alpha Syntauri provided additive synthesis at a fraction of the price of its hardware based counterparts. A special dual-ranked sound card combined with innovative software including software based multi-track recording/sequencing make the Alpha Syntauri an important evolutionary step in musical production on commodity consumer hardware.

David C. Wiens, *Recovering Data from Old ST-2900 Floppy Disks,* Floppy disk data recovery system utilizing analog and digital signals, and an ST-2900 computer running FLEX and OS-9 on 6809.

Brendan Donahe, Ed Snider & Steve Spiller, *CoCoVGA: Adapting 68xx Systems to VGA Displays,* CoCoVGA enables systems which have a 6847 Video Display Generator chip to output VGA and additionally provides enhancements such as a software-configurable color palette, 64-column text, and a 128x96 true 16-color mode. Target systems include the TRS-80 Color Computer 1 and 2, MC-10, and Tano Dragon. See www.cocovga.com.

Ian Finder, Josh Dersch & Tom Shepard, *Symbolic Computation: The UNIX Hater's Club,* In the early 1980s, an MIT AI lab offshoot tried to commercialize their own vision of the future of computing - a workstation with a unique philosophy emphasizing programmer productivity and logical consistency in a rich environment. In their own words, an intellectual prosthesis. Within a decade, the LISP machines they built were all but extinct - supplanted in almost every role by small Unix machines - but these misunderstood dinosaurs are far more than just a pretty keyboard.

Stephen Jones, *SDF.ORG's AT&T 3B2/500,* A demonstration of a previous incarnation of a bulletin board system running on an AT&T 3B2/500 computer along with a Teletype 5620 and an AT&T 605 terminal.

Oscar Vermeulen, *Modern Replicas of Classic Computers,* Working systems from the 1960s and early 1970s are getting hard to find. But making a replica can be a good way to experience them. This exhibit will show a range of replicas that were made by various hobbyists recently: from the 1950s the LGP-30, from the 1960s the PDP-8, and from the 1970s the PDP-11, Altair, KIM-1 and Cosmac Elf. All are open-source hardware projects anyone can make with very low-cost, commonly available parts.

David Cooper, *TRS-80s Unique Ecosystem,* Unlike most home computers of the late 1970s and early 1980s, the TRS-80 ecosystem was built around an endless array of operating systems and software development tools. This exhibit features a sampling of TRS-80 models, their varied operating systems, compilers, development tools and mass storage options. The exhibit stays true to the period by featuring original artifacts. Examples include a TRS-80 Model I with several 3rd party operating systems and a Model 6000 running Tandy XENIX.

J.P. McGlinn, *Silicon Graphics MIPS workstations,* Display of some SGI Unix (IRIX) workstations that made the dot-com era, visual effects, computer aided design, 3D modeling, animation, and graphics simulation possible before Windows and Linux on commodity Intel hardware took over.

Kent Sullivan, *Dr. Evil Laboratories: C64/128 6-voice music and high-speed serial communications,* Dr. Evil Laboratories was the manufacturer of peripherals and software for the Commodore 64, including the SID Symphony Stereo cartridge and the Swiftlink-232 cartridge. This exhibit demonstrates the six-voice stereo music possible with the SID Symphony and the high-speed RS-232 communications enabled by the Swiftlink-232.

Vince Slyngstad, *PDP-8: replacement parts and repair information,* Replacement parts, tools, and techniques used to repair vintage machines such as the DEC PDP-8.

Alex Dumitru, Rob Carnegie, Jordan Evans & George Phillips, *The Chilliwack Retro-Computing Club: Midnight Mainframes*, Everybody remembers their first or favorite C64, Apple][or TRS-80 computer game, but after the kids went to bed lots of us got down to work and did some serious programming on those same computers. This exhibit will look at the high level programming languages that gave mainframes the night off and got serious work done on 8/16 bit computers. (The club meets in the Vancouver, British Columbia area.)

Eric Schlaepfer & Windell Oskay, *The MOnSter6502*, The MOnSter6502 is a working, transistor-for-transistor replica of the famous MOS 6502 microprocessor. Unlike the original, it is illuminated with over 300 LEDs at key locations that show the internal states of the machine and illustrate the flow of data.

Windell Oskay & Lenore Edman, *Digi-Comp II Recreation*, A modern wooden recreation of the Digi-Comp II, the classic 1960's educational rolling-ball binary digital mechanical computer.

Jorg Hoppe, *BlinkenBone: Program a PDP-11/70 over a reanimated front panel*, There are many dead Blinkenlight panels in collections. "BlinkenBone" reconnects them to BeagleBone/Linux/SimH driven simulations. On exhibit is a physical PDP-11/70 panel - watch "idle light patterns" or enter, run and debug assembler programs. Other panels, including a PDP-10 KI10, are present as interactive demos on a touch screen.

Gordon Steemson, *The Seattle Retro-Computing Society: We Exist!*, The SRCS has fun and interesting monthly meetings, but not that many people know about them, or what we do at them. Stop by and we will tell you!

Foone Turing, *Floppy Disks*, A display of everyones favorite digital storage medium in all of its many formats including a "Copy That Floppy" station.

Bill Kendrick, Kevin Savetz, Darek Mihocka, Michael Glaser,*Atari 8-bit home computers: gaming, programming, & productivity -- then & now*, Atari home computers gave kids of the 1980's and 1990's the opportunity to learn programming, get online, write papers, compose music, draw pictures, and of course gobble dots and battle space aliens. Today, many of us still enjoy ours; we'll show you how and why!

Larry Pezzolo, *The ICOM ATTACHE: The end of the Altair line*, In 1975 the MITS ALTAIR 8800 marked the beginning of the personal computer revolution. In May 1978 MITS was sold to ICOM and by July 1979 they stopped production. The ICOM ATTACHE was the first and last personal computer they made. The ATTACHE used the S-100 bus and some of the ALTAIR boards.

Sergey Kiselev, *Xi 8088 and Micro 8088: Build Your Own PC from Scratch*, A hands-on demo where you can work and play on Xi 8088 and Micro 8088 computers. Learn how you can build these IBM PC XT compatible computers from discrete components and integrated circuits.

Presentation abstracts

Dick Whipple, *Tales from an Early Computer Hobbyist*, Recollections from an early hobbyist at the dawn of the home computing era, including implementing Tiny BASIC on an Intel 8080 and being published in the first Dr. Dobbs Journal.

Paul Laughton, *From Mainframes to Micros*, Paul describes his involvement in creating Apple DOS 3.1, Atari BASIC, Cromenco C, Digital Cameras and more.

Peter Glaskowsky, *The First Fifty Years of the Microprocessor*, From secrecy to ubiquity, from 4 bits to 64 bits, from 375 kHz to 8.8 GHz, from flashlights to mainframes, and from many chips per core to 4,112 cores per chip, the microprocessor made tremendous progress from 1968 to 2018. Where did the microprocessor come from and where is it going?

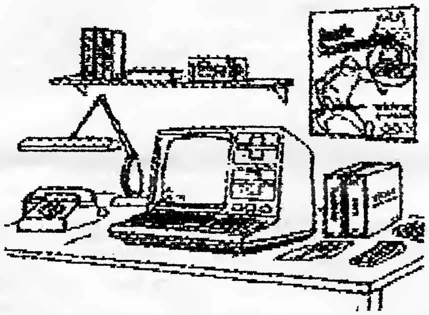
Charles Anthony, *The DPS8/M Emulator: A Personal History*, A personal recollection of the DPS8/M emulation project, which has been four years in the making.

Cynde Moya, MLIS, PhD, *Exploring software and operating systems on time-sharing vintage computers at LC:M+L*, An overview of software preservation at LCM+L followed by a live demonstration of several of LCM+L's computing sytems.

Evan Koblentz, *The Prehistory of Portable Computing*, The backstory behind pocket computers, laptops, luggables, and even mainframes in trucks.

Jack Rubin, Vince Slyngstad, Oscar Vermeulen, Joerg Hoppe, Kyle Owen, Angelo Papenhoff, *Old Wine in New Bottles*, A panel discussion on preservation, restoration and recreation techniques with updates on specific projects.

About us ...



Vintage Computer Federation Inc. (VCFed) is a 501(c)(3) nonprofit organization whose mission is to enable the preservation of computing history through education, hands-on work at our museum in New Jersey, and outreach at events such as this and on the Internet.

In addition to VCF PNW we also run VCF East (New Jersey, each spring) and VCF West (Silicon Valley, August). Outreach includes running the Vintage Computer Forum (the hobby's largest only discussion forum), supporting in-person meetups through regional chapters, and helping other related groups fulfill their missions.

Want to know more? Visit us at http://www.vcfed.org/ or email us at info@vcfed.org for general information. For VCF PNW specific questions email me at michael@vcfed.org

VCF shows are a volunteer effort. Without people pitching in their personal time and resources this doesn't happen. Besides the exhibitors and speakers listed above we want to recognize other people who made this happen including Erik Klein, Evan Koblentz, Jeff Brace, Gene Buckle, Jim Scheef, Curtis Jones, Alan Hightower, and Steve Stroh. Special thanks also goes to LC:M+L for hosting us and helping with the show logistics.

Tell us what you think!

Did you see something awesome? Maybe something that can be improved? Write me at michael@vcfed.org or mbbrutman@brutman.com. Have a minute for a survey? If so, we would love your feedback: https://goo.gl/1sWcQp/

Thanks,
Michael Brutman, VCF PNW 2018 Producer

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VINTAGE COMPUTER FESTIVAL PACIFIC NORTHWEST

https://goo.gl/AUoLU2

- Twenty hands-on exhibits!
- Six presentations and a panel discussion!
- Original machines, enhancements for old machines, and new replica projects!
- Consignment area

Free with regular museum admission!

February 10th and 11th, 10am to 5pm
Living Computers:Museum+Labs
2245 First Ave S, Seattle, WA